

HERO QUEST



Dealing with Death
INSTRUCTION
BOOKLET

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Introduction

Dealing with Death has been written to deal with the possibility that Sir Ragnar may die, either in 'The Rescue of Sir Ragnar' from the game system or in any Quest written as a contribution to The Chronicles of Sir Ragnar. If you are playing this Quest Pack as part of The Chronicles of Sir Ragnar there are two requirements that must be met:

- 1. Sir Ragnar must not have already converted to Chaos.
- 2. Sir Ragnar must be dead.

I hope that this Quest Pack will make it easier for other authors to create stories for the project without having to worry about the continuity of keeping Sir Ragnar alive. Put simply, if Sir Ragnar dies a group can play through this story before continuing on to other Quest Packs.

This Quest Pack has been designed to be played with three of the soldiers from drathe's prequel, Outpost at the Mountains' Base. The players take on the roles of Sneeks the Scout, Sarymor the Crossbowman and Garmin the Halberdier. The stats for these Heroes can be found on the Character Sheets. The final member of this adventuring group is a standard Wizard.

I have introduced some elements in this pack that not all of you will agree with. For example I have created a Halberd for Garmin with four combat dice. This is not in line with the original Men-at-Arms as the Halberdier only attacked with three combat die. I take the view that there is already a weapon that attacks with three combat dice and allows diagonal attacks in the Armory, the Longsword. To me this makes a direct conversion of the Men-at-Arms Halberd redundant. If you disagree you can download Sjeng's more accurate version of this weapon from Ye Olde Inn.

I have also added weapons restrictions to the three soldiers that can be found in the Instruction Booklet. It is not essential that you use these restrictions but I hope that you will consider them. They have been designed to differentiate between the soldiers when they have bought all of the weapons available to them. Sarymor is an expert in ranged attacks, Garmin is an expert in hand-to-hand combat (a combination of the original Halberdier and Swordsman) and Sneeks is a good all-rounder with the added ability of being capable of disarming traps in the same way as a Dwarf.

It is also important to note that the Wizard should take all four of the spell sets from the game system. The Wizard is the only spell caster in the group and some of the Quests rely on the use of particular spells to complete them. The soldiers will also rely heavily on the Wizards healing spells due to their lower Body Points.



Non Player Characters

Sir Ragnar

Once a great hero of the Empire, and personal friend of Prince Magnus, sadly Sir Ragnar has now passed on to the afterlife. The news has sent the whole Empire into mourning and arrangements are currently being made for this great knight to be given a state burial with full military honors.

Fanrax the Malicious

Although he is a master of the dark art of necromancy, Fanrax has so far remained neutral in the war between the Empire and Chaos. However with every passing day he appears to fall deeper under the influence of Zargon.

Reedle Waller

As a young man, Reedle displayed great intelligence and exceptional skill in the art of politics. He seemed destined for greatness until he discovered the Cult of Kalos. His interest in the history of The Witch Lord quickly grew into a dark obsession and he has since become the leader of the secretive Cult.

The Kahniliach

This mythical ruler is said to have once ruled an empire that stretched from the Sea of Claws to the Black Gulf. Legend says that he ruled his Empire for well over a thousand years leading many historians to believe that he is more myth than historical fact. In modern times he has come to represent a bogeyman, used by parents to frighten their children. "If you misbehave, the Kahniliach will get you!"

Ulag

Ever since their paths first crossed in the northern town of Birkenthal the fates of Sir Ragnar and this foul Orc Warlord seem to have been inextricably linked. Despite his execution by the Empire for the kidnapping of Sir Ragnar, it seems Ulag's part in this tale is not yet complete.



The Armory

The soldiers' intensive military training has led to them all being highly skilled with their chosen weapon. It has also led to them shunning certain other weapons. Each soldier may only use weapons as indicated in the table below.

	<i>Sneeks</i> <i>The Scout</i>	<i>Sarymor</i> <i>The Crossbowman</i>	<i>Garmin</i> <i>The Halberdier</i>
<i>Weapons</i>			
Dagger	x	x	x
Staff	x	x	x
Shortsword	x	x	x
Spear	x	x	x
Hand Axe	x	x	x
Shortbow	x	x	
Broadsword	x	x	x
Longsword	x		x
Crossbow		x	
Battle Axe	x		x
Halberd			x
<i>Armor</i>			
Helmet	x	x	x
Shield	x	x	x
Chain Mail	x	x	x
Plate Mail		x	x



Artifacts

Tome of Necromancy

The origins of this ancient tome are unknown. The dark powers held within its pages are so strong that only a Wizard may safely carry this book. Any other Hero will lose one Mind Point at the end of each turn when they are in possession of the book. If their Mind Points are reduced to 0 they will be knocked unconscious and remain out of play for the rest of the Quest. A Hero may only pick up or put down this tome as part of their turn, they may not do both.

Any Wizard carrying this book may also take three random Necromancy Spells in addition to their normal spells at the beginning of each Quest. They may also choose to consult this Tome in any room during a Quest. This will count as their action for that turn and also comes at a price, consulting the Tome of Necromancy will cost them 1 Mind Point. However, this action can unlock hidden treasures and alternative routes through this Quest Pack. The Quest notes contain many Tome of Necromancy notes. These should be read out to the Heroes if they consult the Tome in the correct room and the correct

action should be taken as indicated in the Tome of Necromancy note.

Goki's Armor

The Northern Armorer Goki was one of the few metalsmiths to emerge from the races of Man or Elf whose creations could surpass the workmanship of the Dwarves. Goki's Armor is perhaps the most famous of his creations. Throughout history this exquisite armor has been worn by some of the most famous Heroes and well known rulers from the Kingdoms of Man. Sadly it disappeared into the hands of private collectors and has not been seen in battle for over 50 years.

This armor allows the wearer to roll four combat dice in defense. It may also be combined with a helmet and shield.

The Hinderoth Bow

The Hinderoth family were once renowned throughout the Old World for their love of adventure and exploration. Over many generations they built up the largest collection of ancient relics and valuable artifacts ever known. This collection was stored in the Labyrinthine Vaults beneath their Palace in the foothills of the Black Mountains not far from the Black Fire Pass. The Hinderoth Bow was a great hunting bow, passed down from father to son as a family heirloom.

The Hinderoth Bow allows you to attack with four combat dice. It may be used by any of the adventurers except for the Wizard.

Az-a-Karazdum

This great war axe is believed to have been forged in the fires of the Mountains of Mourn. Legends say that it was carried into battle by the Kahniliach for well over a thousand years and that he still carries this mighty weapon in the afterlife.

This weapon allows a Hero roll three combat dice in attack and they may also attack two times during their turn. They may only attack twice and then move or move and then attack twice. They may not attack once, move and then attack again.



New Rules

Spell Scrolls

When a spell scroll is found, the Hero should record it on his Character Sheet. After the scroll has been used, it must be crossed off the Hero's Character Sheet.

Men-at-Arms

A Men-At-Arms moves and attacks immediately after the Hero who controls him has ended his turn. A Men-At-Arms can move, open doors, attack and defend as a Hero, but he can take no other actions (except for the Scout, who can search for and disarm traps). A Men-At-Arms does not receive any treasure. If a Hero dies on a Quest, any Men-At-Arms controlled by that Hero continues on the Quest, controlled by the fallen Hero's player.

The Scout, Swordsman, Crossbowman and Halberdier each have different statistics and abilities. These are detailed on the cards that come in this Quest Pack.

The Crossbowman

Wields a crossbow - see the Armory on the cardboard platform in the Game System. When adjacent to a foe, the Crossbowman attacks with a broadsword.

The Halberdier

Wields a halberd that enables him to attack diagonally.

The Scout

Has the Dwarf's ability to detect and disarm traps.

New Trap

The Swinging Blade trap does not have tiles.



Swinging Blade Trap: The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the three spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

New Magical Traps

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.



Fireburst Trap: When a player enters an empty room, place a Fireburst token in the center of the room. This will remain in place until the beginning of Zargon's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.



Teleport Trap: Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



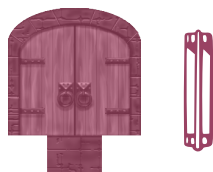
Iron Entrance/Exit Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quests. Heroes also end the Quest through this door.



Large Door

When opened, replace the closed large door with the open large door.



Stone Doorway

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and score two skulls. The Scout, the Crossbowman and the Halberdier all roll two dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.



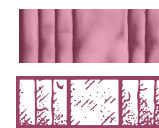
Coffins

The 4 coffins may be used as tombs. They may contain an undead creature and/or a treasure. They may also have traps on them.



Stairways

There are 3 or 5 movement squares on the stairways. These tiles are used to create the effect of climbing up or down stairs.



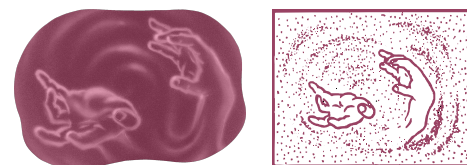
Trap Door

These two trap doors link apparently unconnected rooms via an unseen tunnel. When a Hero or monster steps on a trap door square, he moves instantly to the other trap door square.

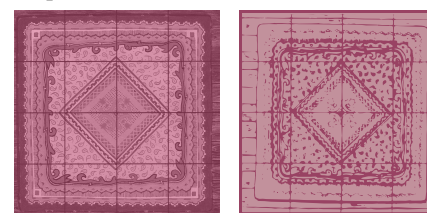


Cloud of Chaos

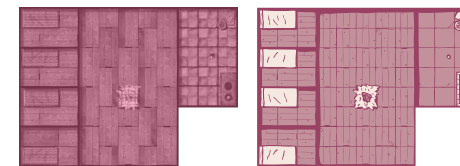
When surrounded by this mysterious, purple cloud, Heroes cannot "see" anything.



Carpet Room

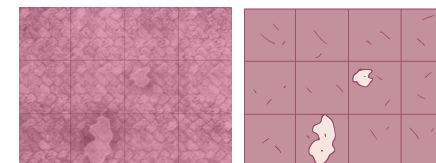


Inn

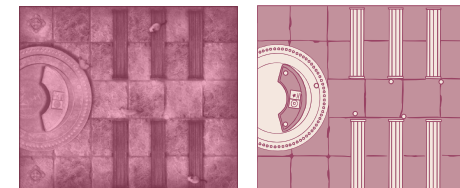


Town Square Tiles

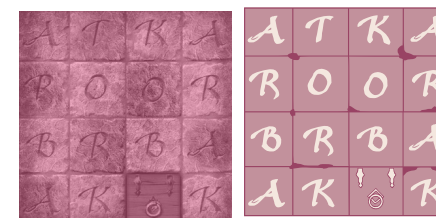
There are 3 different Town Square tiles



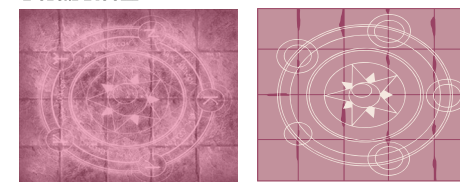
Church



Puzzle Room



Portal Room



10x10 Room

